

dice influenced cartography enhancer

pressun press

1. introduction

Public Domain Role-Playing Game module for world-generation and time delineation. Players collaborate to create a map of the local area and a community trying to survive against adversity. Public Domain Role Playing Game resolves conflicts within the narrative.

2. setup

Blank pages, multiple sets of polyhedral¹ dice, and tokens are required for play. Place a blank page for the "map" and one for "information" in the center. Every player creates a character with one trait² and places an object³ representing them on the map. Establish one surplus and one scarcity. Each player fills in one blank⁴ within the following paragraph and writes it down in the local information.

After a long conflict with _____(C20), our numbers have dwindled.
We are seeking _____(I20) and avoiding _____(D20) at all costs.
There is hope in _____(E20).
Any of these will end this chapter of our story.

3. play

Play begins with whoever rolls highest on 1d20 and continues anti-clockwise. Each turn represents an arbitrary⁵ period of time in the life of the community. Players may do one of four actions: draw, inquire, create, and encounter. Anything important is recorded on either the map or the information page.

4. resources

Surpluses are things the community has in excess, reduce damage to someone in the community by one per round⁶ for each surplus. Scarcities are important resources the community struggles to keep stocked, inflict one damage to someone in the community per scarcity per turn. Inflict damage at the beginning of the turn.

5. draw

Add or modify a location on the map.

6. inquire

Call for rumors by asking a question, every other player tells of a short rumor they 'heard' within the community. After everyone has taken a turn, the player who asked the question may tell a rumor. Record interesting rumors on the information page⁷ in a chart numbered one to twenty⁸ to be rolled on for inspiration.

¹ 1d4, 1d6, 1d8, 2d10, 1d12, 1d20

² *Optional:* pass character around the table for each player to add one trait

³ *Example:* paper token, chess piece, miniature figure, or die

⁴ Blanks correspond to maximum rolls of each column within the "Encounter" section chart.

⁵ All rules related to time-based healing are suspended except those related to surplus and scarcity

⁶ Each time all players take a turn

⁷ *Optional:* use the Travel Recklessly Across Vast Expansive Lands module instead

⁸ Up to one hundred for longer games

7. create

Reduce a surplus or create a scarcity to add a new member to the community with one trait. This character may be passed around to each player to add levels and gain character traits. Creating characters not allied with the community does not require reducing a surplus or creating a scarcity.

8. encounter

Move characters to existing locations by moving their token as an action. Once at a location, a character may take actions to accomplish their goals. Difficulty is determined by everyone involved in the action. Characters at the same location may collaborate in conflicts. Gain one surplus upon a successful conflict.

Player may instead roll 1d4⁹ on the map and use the resulting prompt¹⁰ from any column¹¹ to describe what happens. Upon rolling the maximum value of a die it is upgraded to the next highest¹² die.

#	d r a m a	i t e m	c h a r a c t e r	e n v i r o n m e n t
1	corpse	junk	innocent	empty
2	noise	piece	victim	hazard
3	smell	tool	commoner	transition
4	rumor	clue	mentor	threshold
5	premonition	weapon	caretaker	warning
6	stakes	sign	ally	challenge
7	pursuit	threat	explorer	resource
8	trouble	omen	messenger	strange
9	betrayal	fake	rebel	shambles
10	loss	evidence	clown	conflict
11	theft	drug	romantic	cache
12	test	key	betrayal	hoard
13	fight	device	artist	secret
14	ruckus	record	scholar	workroom
15	accident	adored	warrior	lodging
16	sabotage	liability	outcast	fluid
17	collapse	sacred	fool	recreation
18	havoc	artifact	impostor	commons
19	falsehood	rare	authority	waste
20	catastrophe	treasure	antagonist	exit

9. notches

Gain a notch whenever another player creates a tense situation or does something strongly disagreeable. Spend a notch at anytime to create a non-allied character, start a rumor, or draw a location.

10. notice

I voluntarily dedicate this work into the Public Domain to encourage new creations.

Artists may:

- Use this work without restriction and for any purpose.
- Create copies to be shared without limit and for any purpose.
- Create derivative works without restriction, for any purpose, and without credit.
- Use this notice in your own work.

⁹ Or draw a card if using the Travel Recklessly Across Vast Expansive Lands module

¹⁰ Additional columns may be rolled for extra inspiration

¹¹ Each column may have its own individual die.

¹² d4,d6,d8,d10,d12,d20